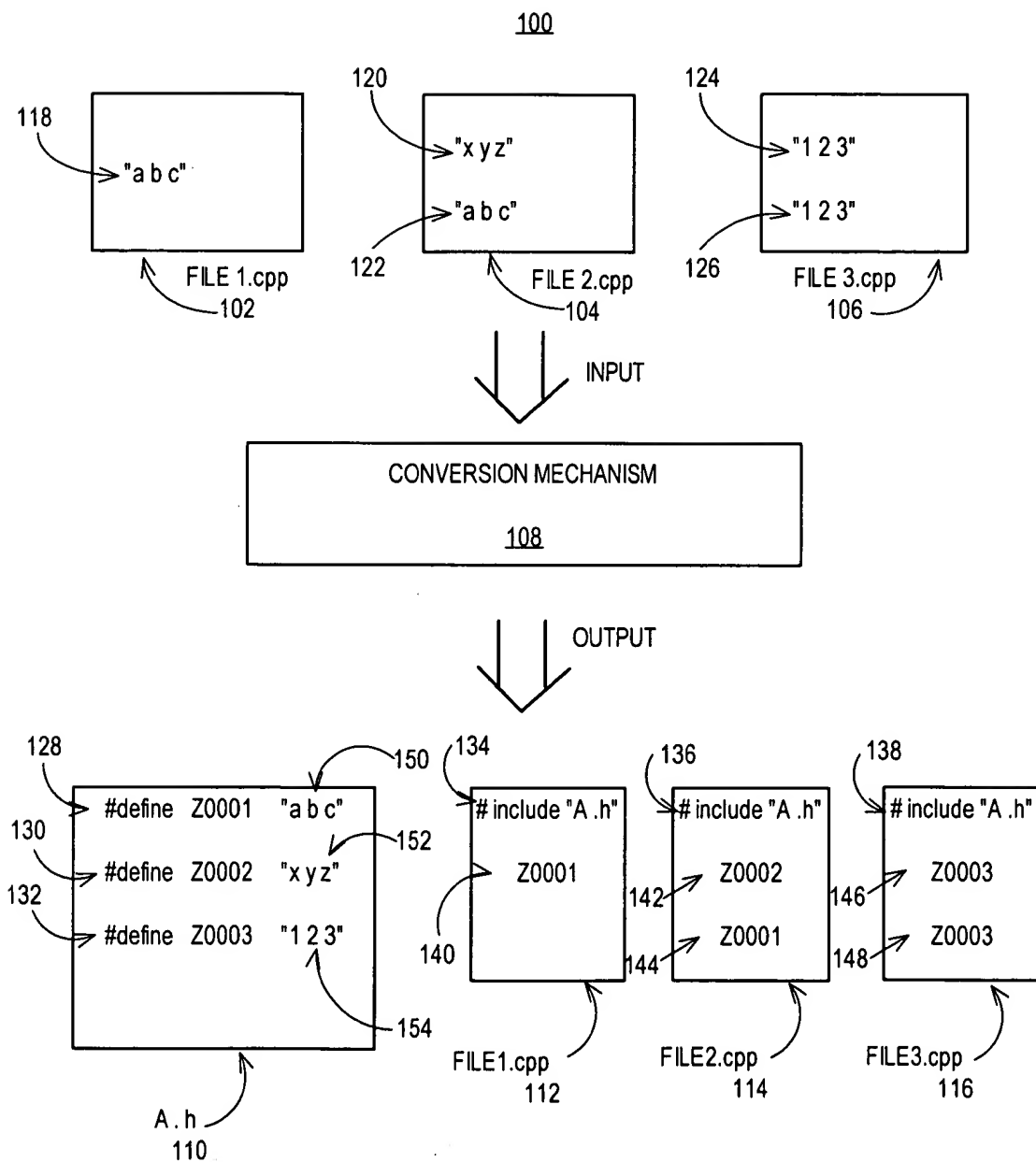


Fig. 1



**Fig. 2**

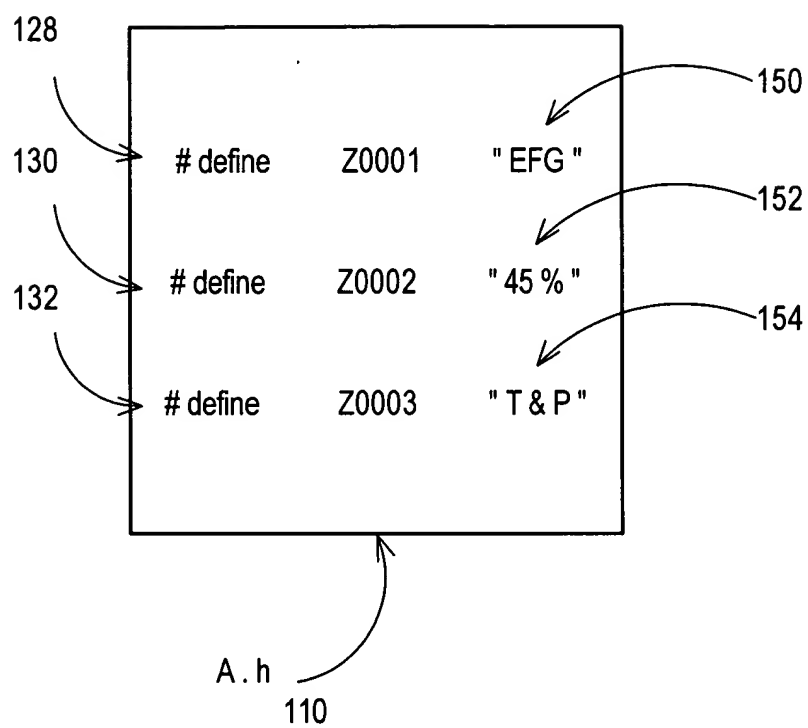


Fig. 3A

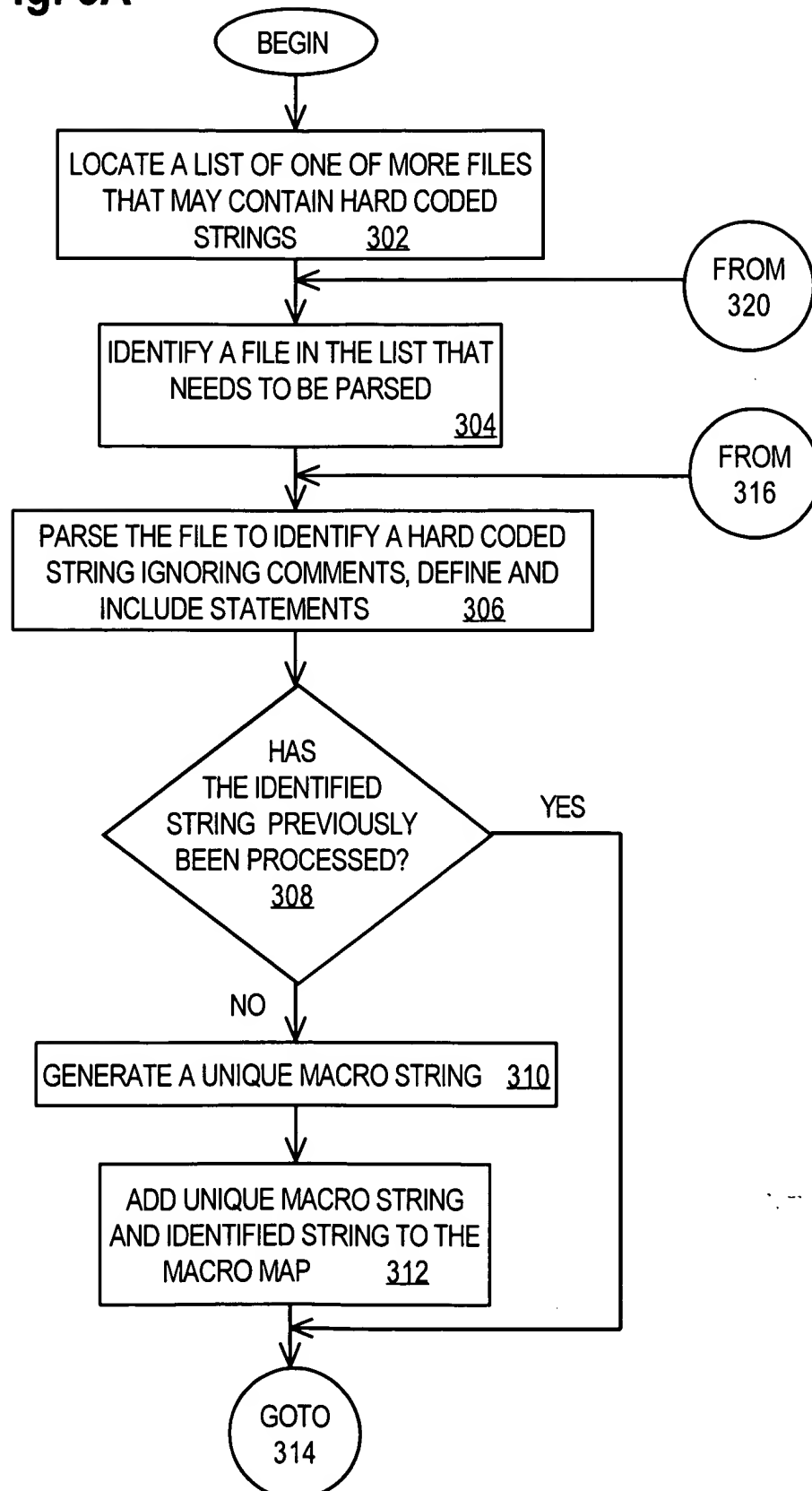


Fig. 3B

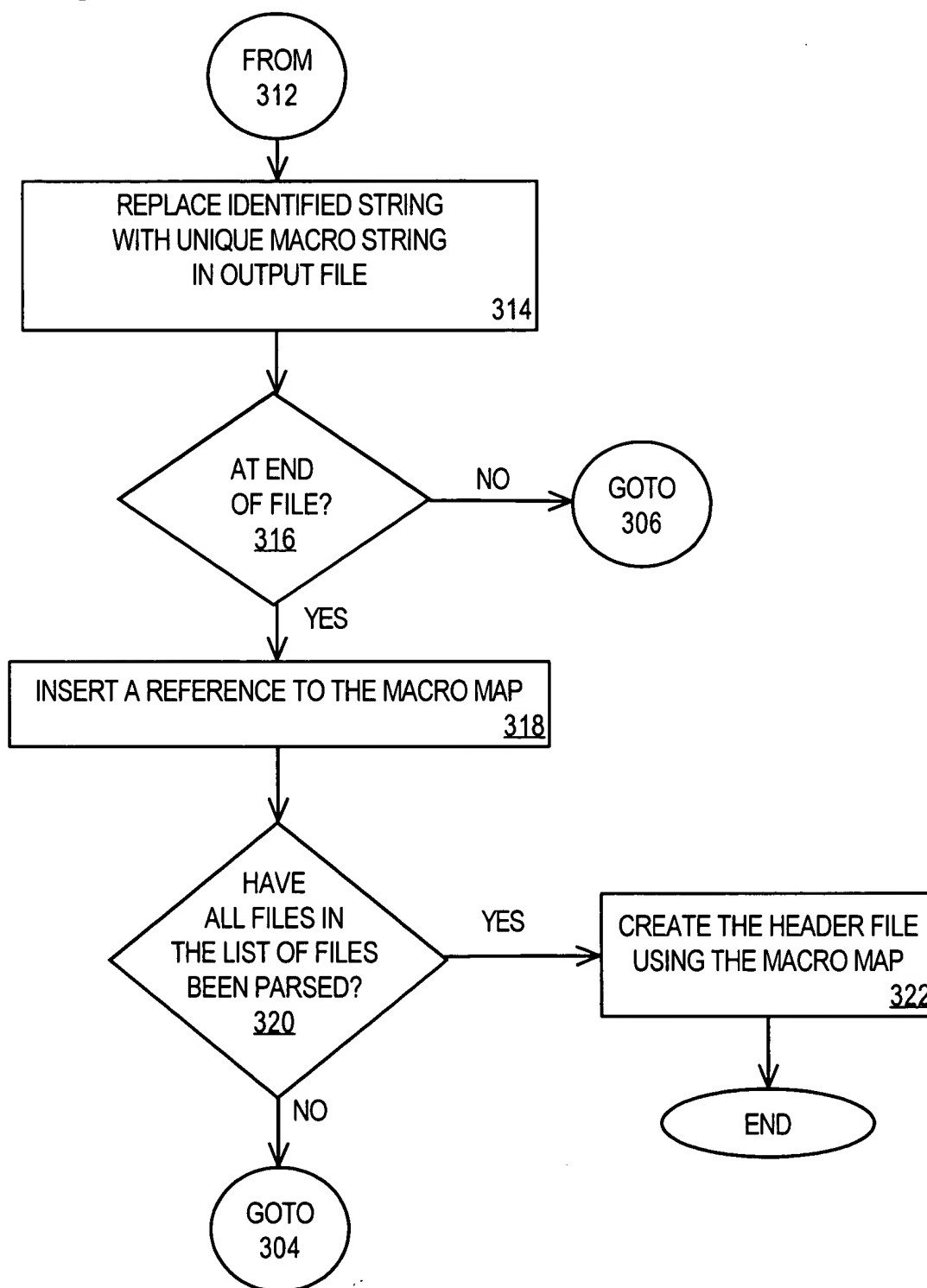


FIG. 4

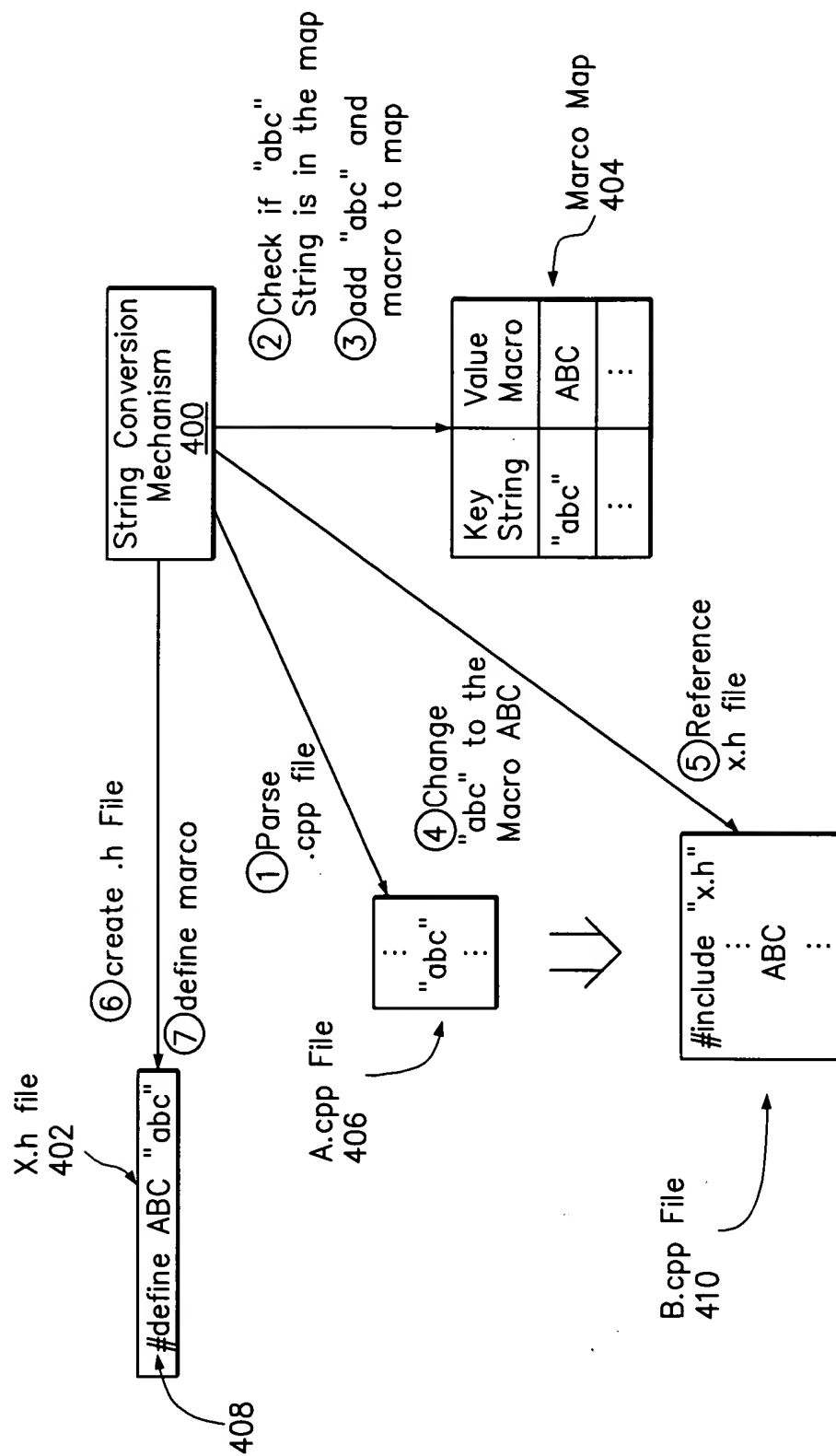




FIG. 5

<u>String Conversion System</u>		<u>500</u>
<p>Parser Module</p> <p>Functions:</p> <ol style="list-style-type: none"><li>1. Parses the .cpp file:<ul style="list-style-type: none"><li>-gets Tokens from the file;</li><li>-ignores #include statements and comments.</li></ul></li><li>2. Creates Macro for the string token.</li><li>3. Passes string and the macro to the Macro Map, cpp File Manager, h File Manager</li></ol> <p>Attributes:</p> <p>Source code file list</p> <p>Classes:</p> <p>Scanner, Token, Parser</p> <p><u>502</u></p>	<p>Source Code File Manager Module</p> <p>Functions:</p> <ol style="list-style-type: none"><li>1. Opens .cpp file.</li><li>2. Reads the file and passes chars to the Parser</li><li>3. Changes string to the Macro.</li><li>4. Checks for the #include statement.</li><li>5. Includes .h file if needed.</li><li>6. Closes .cpp file.</li></ol> <p>Attributes:</p> <p>Source code file pointer</p> <p>Classes:</p> <p>Source Code File Manager</p> <p><u>504</u></p>	
<p>Macro Map Manager Manager Module</p> <p>Functions:</p> <ol style="list-style-type: none"><li>1. Checks if Macro is in the Map.</li><li>2. Adds string and the Macro to the Map.</li></ol> <p>Attributes:</p> <p>Macro Map</p> <p>Classes:</p> <p>Macro Map Manager</p> <p><u>506</u></p>	<p>Header File Manager Module</p> <p>Functions:</p> <ol style="list-style-type: none"><li>1. Creates .h file if needed.</li><li>2. Defines Marco in the .h file.</li><li>3. Closes the header file.</li></ol> <p>Attributes:</p> <p>Header file pointer; header filename.</p> <p>Classes:</p> <p>Header File Manager</p> <p><u>508</u></p>	

FIG. 6A

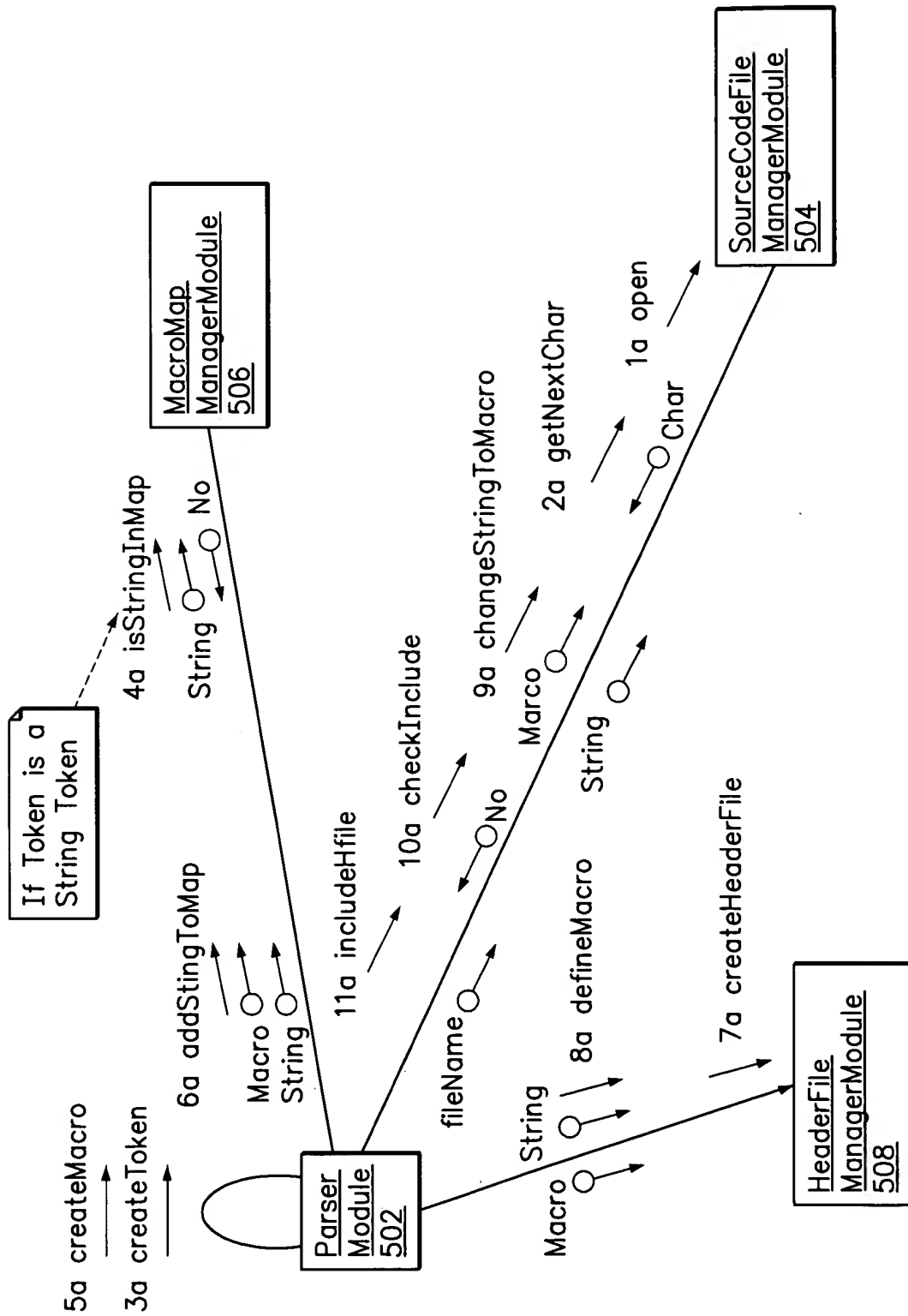


FIG. 6B

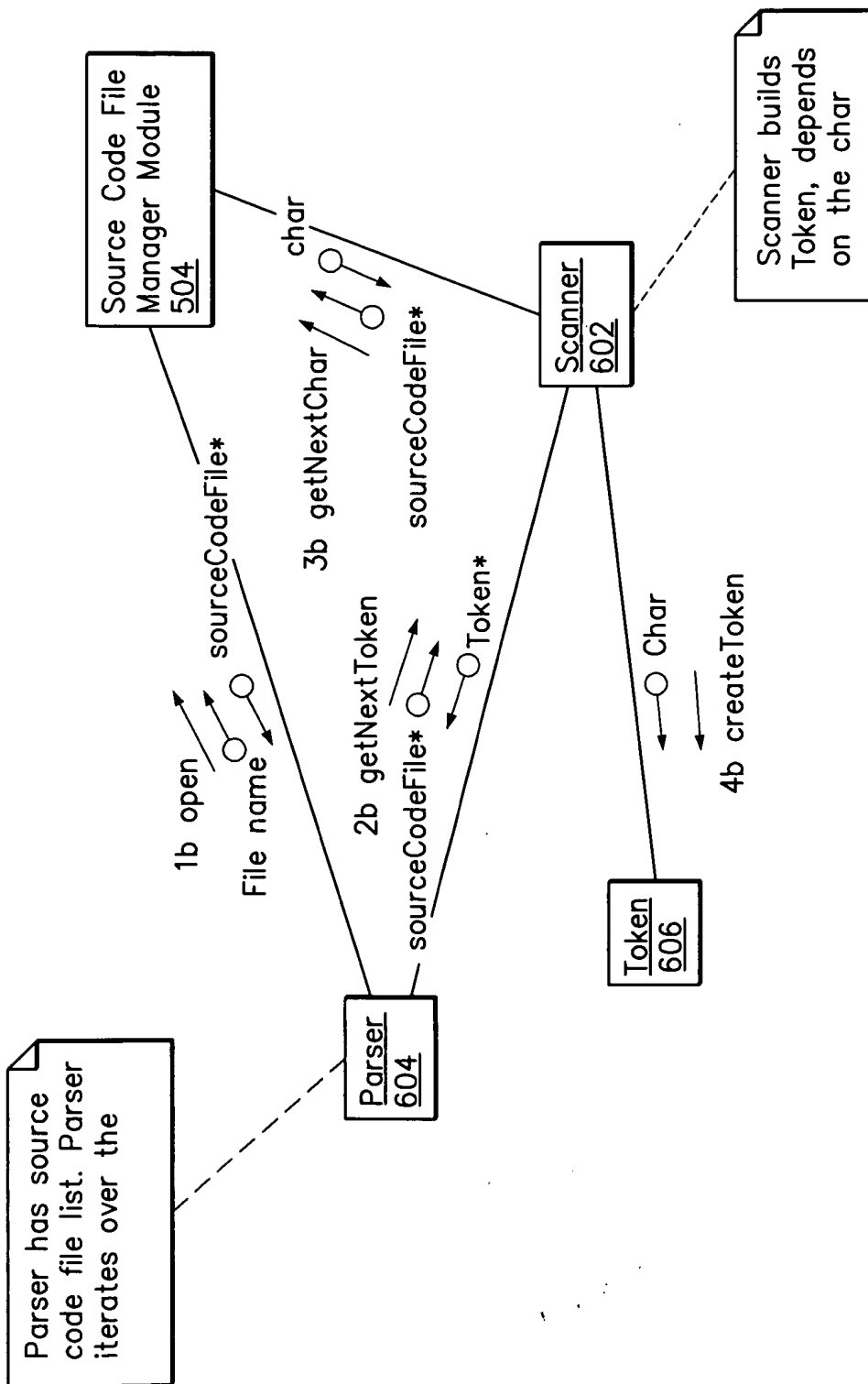




FIG. 6C

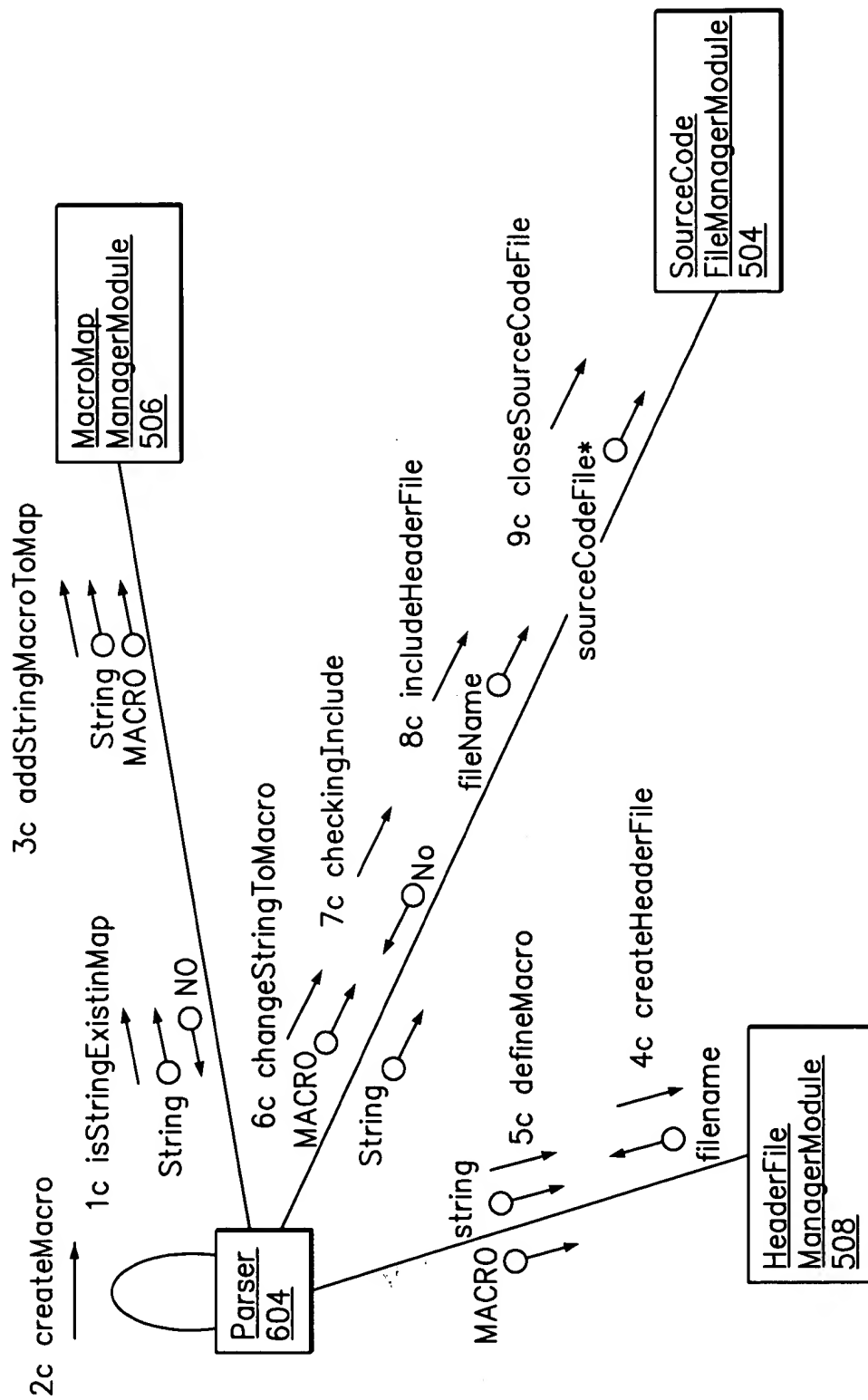


FIG. 7

